OF THE GODS AND PLANES

There are many extra planar realms including the elemental planes. Panoleen created them to surround Terrigan. These include the elemental planes of Earth, Water, Wind, and Fire, and the para-elemental planes that exist where the elements cross over, such as the plane of lightning where air and fire overlap, the plane of lava where fire and earth intersect, and others. It is said there are infinite para-elemental planes covering every form of matter or energy one can imagine. These elemental planes are the inner planes, and it is said that somewhere among them are the wastes of Hell.

Between the material world and the elemental planes are the astral and ethereal planes, realms of mist and formlessness, where reside strange creatures with little form and less substance, and where it is said the powers of divination reside. Of these, the astral plane separates the world from the divine realms of the gods, and the ethereal plane separates the world from the inner, elemental planes.

The dark planes of energy are those realms from which sorcerers draw positive and negative energy, and indeed, necromantic magic is tied directly to the negative planes, as are the undead.

OF THE DIVINE ORDERS

Dwelling in the outer planes are the beings mortals know as gods and goddesses. These great and divine powers are those that are said to have created the world, who rule the dreams, hearts and minds of men and who grant great power to their followers, but visit disaster upon those who displease them.

The gods of Terrigan are fickle, politicking, backstabbing and maneuvering. Indeed, if there is a trait that exists in the hearts of mortals, that trait is engendered in its purest form among one or more of the gods, who represent the ideal of that trait. This makes most deities single-minded and demanding, with each one believing that their personal portfolio is superior to all others, and constantly attempting to usurp the powers of their brothers and sisters to that end.

At the opening of the **Hallowed Oracle**, the pantheon has been turned into chaos. As Dicermadon, the all-powerful king of the gods, continues his ever-tightening and iron-fisted grip on the heavens, Gods and Goddesses are turning to their followers more than ever to gain more power through worship. These deities are served by angelic and demonic beings called "Athodrins." These powerful creatures do not have souls as mortals do that can be assigned, controlled, or enslaved, but do have magical essence. The lack of a soul allows them to do a great many things that mortals aspiring to become Gods/Goddesses cannot.

The "original" Gods and Goddesses, in whose image all the other deities were made, and two of whom were long ago corrupted and cast from the heavens, are known as the Breedikai. The only Breedikai to still exist in his original form is Dicermadon.

THE LIMITS OF DIVINE POWER

None of the gods have the gift of prophecy; unlike deities in many settings, gods and goddesses of Terrigan, though unbelievably powerful, are by no means omniscient nor omnipotent. This requires them to deal with other powerful races such as the dragons or demons, and in some cases, mortal sorcerers. The gift of prophecy became a gift of the physical races, which was made manifest when the deity Panoleen created the immortal soul. The powers of any individual deity, though great, are purely based on the domain over which they preside.

THE CROWN OF DICERMADON

Once, many thousands upon thousands of years ago, dragons ruled over Terrigan with their might, their majesty, and their corrupt and evil magics. With the rise of the gods, Dicermadon saw the power of the dragons, and coveted it for himself. In his greed, his lust, and his desire to grow his strength, power and control over the entire cosmos, Dicermadon infused the power of his underlings, the lesser gods, into a crown.

When he donned this powerful diadem, he called upon all of the vaunted power within to cast down the dragons, to ensure they could be kept in check, and eventually sealed the greatest of their kind, those whose powers rivaled the gods themselves, into an impenetrable prison that could only be opened if the great Crown of the Gods was destroyed.

The great red dragon Rengargus, however, was gifted with the power of prophecy, and before he was imprisoned, the great red foresaw a time when the crown of the gods would indeed be destroyed, and his kind would be once more loosed upon the world to bring down the gods, raze the world of men, and retake their place as the dominant force upon Terrigan.

He called this time, the days of the **Abyss Walker**. It is said the **Abyss Walker** will create an army that will defy Rha-Cordan himself, and sweep across the realms, bringing destruction, devastation, and death to all who oppose him—including the heavens and Dicermadon.

CITY OF THE GODS

The city of the Gods is known as Merioulus. It rests in the clouds of the celestial plane, the highest of the outer planes. Here, time doesn't pass in the linear sense, which can often make direct interactions with the mortal realms an extremely challenging prospect.

The Gods overcame this challenge through the formation of a linking crystal that connects Merioulus with Terrigan. Despite their vast power, the Gods can neither stop time nor reverse it. This one ability is above all gods.

THE CREATOR GOD

It is said that in the distant shadows of time, in the days before days, the time before time, and long before the dawn of days or even the mists of eternity, there existed an original god of creation. This god created time and created the rest of the gods to reign over it, but no one knows who this god was, or whatever became of them, and the knowledge of reigning over time has for countless millions of years been lost to the deities of Terrigan.

Indeed, if the existence and stories of this god are true, the god has long since passed on and their great truths were lost in this passing. It is, in fact, this very debate that resides at the very core of the dissension among the current pantheon.

Often the workings of one god overlap the workings of another as they battle for supremacy in the heavens, and all too often the mortals of Terrigan are the ones who suffer the collateral damage of these deific conflicts. This is, in the end, the core of what results in the rise of the **Abyss Walker**.

THE BREEDIKAI

The only known "original" gods, those from whom the other were made, are known as the Breedikai. These deities are Dicermadon, the God of magic and knowledge, Rha-Cordan, the god of love, and Panoleen, the Goddess of Mercy.

Ancient cults speak of a time the Breedikai were almost defeated by beings known as titans, but if these titans remain, or ever existed, there is little to no evidence about them, and indeed that is exactly the way the remaining Breedikai want it. The stories tell that mortals turned to worship of the Titans as if they were Gods, thus weakening the Breedikai. Though Dicermadon urged Rha-Cordon to join with him to destroy the titans, the God of Love could not bring himself to do that. Still, Rha-Cordan, hurt by the betrayal of the mortals, created a prison to hold their dark souls, deep within the inner planes, and thus was formed the Abyss.

Rha-Cordon and his angels were assigned to stand sentinel over these dark souls imprisoned in the abyss. Unable to turn them away from the titans, their dark souls began to permeate into the prison itself, infecting and defiling everything in the realm, including their own jailors. Constant exposure to this wickedness slowly poisoned and corrupted the God of Love into a dark and twisted form of himself, and his angels were forced to the torment of this corruption, lamenting and anguishing in the eternal abyss.

With the Titans defeated, and Rha-Cordon and his angels lost to darkness, Panoleen in her eternal mercy wiped the memory of his angels, so that they would never know what they had once been. The dark angels thus embraced their new wickedness and the demons known as succubae and incubi were formed.

With the titans defeated and Rha-Cordan sealed in the abyss, Dicermadon sought Panoleen for his own, seeking to have her rule beside him as his queen. The goddess of mercy, however, held no love in her heart for Dicermadon. Though she refused to join him, she likewise was unable to defeat him. Fearful of his wrath at her refusal, she instead broke her power into parts to reign over all the elements of the earth and cast them to the globe, so that not one athodrin could undo what she had done.

In his rage and wrath, Dicermadon banished Panoleen from Merioulus, casting her to Terrigan and imprisoning her in a human form. He wiped her name and all memory of her from all texts, writings, statutes, and memories of all mortals. She was, for all intents and purposes, entirely unmade, wiped from existence and eternity.

The Gods and Goddess are as follows:

GREATER DEITIES

DICERMADON

God of Knowledge and magic, CN

Dicermadon is the god of magic, and is possessed of an insatiable thirst for knowledge and lust for power. Dicermadon has emerged as the self-proclaimed King of the Gods, seizing control of the heavens and demanding fealty from the rest of the pantheon. He is largely concerned only with his own advancement and increased power and is not a god who loves his followers, but only loves the power they give him. Though neither evil nor purely murderous in temperament, he is fickle, and his loyalties shift constantly—one moment he will profess undying love to a deity, and the next he will wipe her from existence. He is often depicted with long white hair, a white beard, and gray skin.

Favored Colors/Magic Schools: Any
Favored Weapon: Quarterstaff

FLUNT

God of Fire, LE

One of the four elemental gods, Flunt presides over the elemental plane of fire that encircles the mortal realms. He is depicted as a human with a mane of flame, and a cape formed of molten rock. Flunt views the creation of mortals as a reckless mistake, and believes those that do not fall into subjugation should be purged with fire. He is thus a god of destruction, who demands unflinching loyalty at all times.

Favored Colors/Magic Schools: Blue (Evocation) and Red (Illusion)
Favored Weapon: Axe

LESKA

Goddess of the Earth, LG

Another of the four elemental gods, Leska believes in the balance of nature, and in the inherent potential for goodness and order in all created beings. She despises wickedness and supports the lawful order of the world, understanding that the entire cosmos functions on a delicate balance of natural law, and that this balance is the root of all goodness. She values life very

deeply, understanding that the circle of life, death and rebirth, is part and parcel of the cosmic law. She is often depicted as an elf, but is also seen as a perfect representation of whichever race follows her. Thus, temples of Leska in human kingdoms might depict her as a beautiful human woman.

Favored Colors/Magic Schools: Brown (Transmutation) and White (Divination)
Favored Weapon: Sickle or Scythe

PANOLEEN

Banished Goddess of Mercy, NG

Panoleen has no followers and there is nothing written about her. She has effectively been wiped from existence since Dicermadon wiped memory of her from every mortal being, and saw her name stricken from all books, scrolls, carvings, statures, or any writing or references. The only ones unaffected by Dicermadon's decree were athodrins of significant power. Statues and effigies made in her honor can be found, rarely, across the world, but these effigies are of a goddess who is only called the Unknown, or the Forgotten, making rumors and wild tales about her identity spread across the lands. Indeed, in some remote areas, cults of the Forgotten have risen, dedicated to all manner of wild theories—some beneficent and some purely malign in their goals. There are no clerics or luminaries of Panoleen or of the Forgotten; at least, none with any sort of clerical magic at their command.

She lived out her final days taking a man as her husband and giving birth to a son.

Favored Colors/Magic Schools: White (Divination) and Orange (Abjuration)
Favored Weapon: Any blunt weapons, particularly non-lethal.

RHA-CORDAN

God of Death and Dying, LE

Rha-Cordan was formally the God of Love, until he created the Abyss as a means to save the souls of the mortals that turned against the heavens and worshipped the titans. When he refused to destroy these souls outright and instead placed them in the Abyss, Dicermadon punished Rha-Cordon by assigning him to stand sentinel over those imprisoned souls. The end result was an entire realm of wickedness that permeated into the God, forcing him to fall from the heavens. He now holds every mortal in contempt and seeks to corrupt and claim every soul for eternal damnation.

Favored Colors/Magic Schools: Black (necromancy) and Yellow (conjuration)
Favored Weapon: Sickle or Scythe

SURSHY

Goddess of water, CG

The third of the four elemental gods, Surshy presides over the elemental plane of water that encircles the mortal realms. She is depicted as a blue skinned elf like being with a trident that has a shepherds crook on one side, shaped like a fishhook. Surshy relishes that all beings need her power for life, which leads to her taking an arrogant and prideful view towards mortal beings. She demands fealty from all, regardless of whether they are direct worshippers of her, and has been known to be spiteful and vengeful against those she feels have betrayed her. For this reason, anyone taking to the seas is well advised to pray to Surshy, regardless of the deity they nominally worship, and even clerics and luminaries of other deities will grant the goddess of water this courtesy.

Favored Colors/Magic Schools: White (divination) and Green (enchantment)
Favored Weapon: Trident

WHISTEN

God of Air and Wind, CE

Whisten presides over the elemental plane of air that encircles the mortal realm. He shares Flunt's general distrust of mortals, and would rather use his power to scour the earth clean of these living parasites. He does, however, faithfully support the followers of the elements, while still holding them in contempt and believing all others should be blown away, especially civilized settlements. His support of his followers is more practical than dedicated—after all, a god's power resides solely in the number of worshippers he has, thus it is not in Whisten's interest at all to wipe out his followers. Should he ever find a way to maintain his power without prayer, however….

Favored Colors/Magic Schools: Brown (Transmutation) and Green (Enchantment)
Favored Weapon: Long bow

LESSER GODS

DRUNDA

Goddess of Orcs, CE

Drunda is said to have been a powerful warrior queen that took a Titan by force to be her mate. This union is what gave birth to the Orc race. Since the end of the Orc Wars, her power has diminished somewhat, and she seeks nothing more than to see her children rise to dominance and cover all the lands of Terrigan, wiping out the humans and elves that embarrassed them in defeat. Drunda is often seen as a wild, strong, tattooed and full-bodied orc female with braided hair, wielding two long, curved daggers.

Favored Colors/Magic Schools: Blue (Evocation) and Black (Necromancy)
Favored Weapon: Scimitar

DURION

God of the Mountain and of Dwarves, LN

Durion is the god earth and Stone, and possesses a deep love for fine works, sturdy carvings, artisan craftsmanship, and of course, a taste for honorable battle. He is rarely seen amongst

the other gods, and indeed, some say he has left the heavens entirely to reside among his people in an underground fortress in the middle of Mount Steeple, in Kai-Harkia. Durion is often depicted as a dwarf of mammoth proportions, towering over most humans in height, and wielding a mighty hammer and tower shield.

Favored Colors/Magic Schools: Brown (transmutation) and yellow (conjuration)
Favored Weapon: Any hammer

KAPH

God of strength, CG

Kaph is depicted in numerous ways, depending on the culture that is following him. His natural appearance is one of a golem formed of liquid metal, which solidifies and liquifies as needed. Minotaurs worship Kaph as if he were in their image, whereas Kai-Harikian worshippers believe he was the first Kai-Harkian.

Favored Colors/Magic Schools: Orange (abjuration) and Blue (evocation)
Favored Weapon: Clerics of Kaph do not use weapons, but fight unarmed.

Special Ability: Since they eschew weapons, all Luminaries of Kaph gain unarmed Primary and Secondary attacks as a Monk of the same level (see Monk Special Abilities table in the **Castles & Crusades Players Handbook**). They do not, however, gain the monk's armor class or fast movement. They also gain the Monk's Iron Fists class ability.

KOBLI

Goddess of Torture and Pain, CE

Kobli is a dark and sinister goddess, usually worshiped by evil races such as the dark dwarves. Kobli's origins come as a rebel manifestation from the Abyss. Her original form is lost to history; it is unknown whether she is a corrupted titan (likely), or an ascended succubus who gained in power by ruling over lesser beings in the Abyss. However, it is said that she is the mother of all of the monstrous and wicked demons in the Abyss.

Some say she is the consort of Rha-Cordan, and others say that the two despise each other; the truth is likely neither. Since both are chaotic and evil, they likely consort with each other one day, and hate each other the next. She is depicted as a black-haired woman clad in spiked leather, with the scars of a scourge crisscrossing her back, wielding a wicked cat-o-nine tails.

Favored Colors/Magic Schools: Green (enchantment) and Blue (evocation)
Favored Weapon: Cat-o-nine tails

LARUNTHUS

Goddess of the Hunt, CN

Worshipped most commonly by the Kriel, this Goddess of the Hunt is a lion-headed humanoid that believes all races are sharpened by the hunter/prey relationship. She despises domestication, believing it makes both species weak, though she makes allowances for owlbears used in cavalry, provided that they are not completely broken as "pets," but are merely (and barely) controlled in battle.

Favored Colors/Magic Schools: Brown (Transmutation) and Yellow (Conjuration)
Favored Weapon: Short or Composite bow

LUKEREY

God of Luck and Mischief, CN

Lukerey is the trickster with a love for fun and mischief. He is followed by many races individually, but only halflings seem to follow as a culture and indeed, many consider him to be the patron deity of halflings. As such, he is often depicted as a halfling with hair the color of raven feathers, with a raven sitting on his shoulder, and twin daggers in his hands. He revels in jokes and pranks, the more dangerous the better, and though he rarely intends true harm to come from these jokes, he does find the suffering of others resulting from such a prank to be hysterically funny. He is also commonly associated with foxes, hyena and ravens.

Favored Colors/Magic Schools: Red (Illusion) and Brown (Transmutation)
Favored Weapon: Daggers

MERSHALK [AKA Mershul, Mershil, and others]

God of Serpents, LE

Mershalk is the deity of serpents and is also known as the Dragon Father. Mershalk was behind the rise of the great dragons against the heavens, and went into hiding when they failed under the might of Dicermadon and his Crown of the Gods. He is generally worshipped by those who believe that dragons are the true gods of Terrigan, and who seek to bring about their release, and the return of the great ancient dragons to dominance in the world. His followers are seductive liars, expert at turning the hearts of humans and demihumans alike, convincing them through seduction and trickery to perform the darkest of acts to corrupt them to the worship of Mershalk. They revere magic and reptiles above all else.

The Order of Dragons and Sept of Serpents are two of the larger shadow cults that have arisen from worship of Mershalk, and it is rumored of a larger more influential cult called "White Sash" is involved in bringing about the **Abyss Walker** and setting the dragons free. Some believe that the White Sash is an ancient corrupted offshoot of the Sept of Serpents, but little is known about this cult, as it has operated so secretly for so many centuries.

For more on the Sept of Serpents and the Order of the White Sash, see Guilds and Orders, later in this work.

Favored Colors/Magic Schools: Yellow (Conjuration) and Green (Enchantment)
Favored Weapon: Whip

RESCH

God of Judgement and Condemnation, LE

Resch is a violent and wicked God created to oversee the judgement and punishment of the mortals. Different than Kobli, Resch is not interested in the fate of the soul, but rather the destruction of the mortal body. Depicted as a humanoid in full plate male with an ominous helmet and long flowing purple cape, he is a fearsome site in all art depicting him.

His followers almost always make and emulate his armor choice in their churches and almost always wield oversized axes. They are not interested in law and trial, but rather their personal view of innocence and guilt. They are not concerned with the nature of the laws in a given area, nor with those who follow the law. They are concerned only with issuing forth the harshest punishment for any betrayal.

Indeed, for the most extreme of Resch followers, there is only one punishment for any lawbreaking, and that is death in the most painful way possible. It doesn't matter if the crime was murder, rape, or stealing a crust of bread to feed a starving family—if you have broken the law, a cleric of Resch will see you destroyed for it.

Favored Colors/Magic Schools: White (Divination) and Blue (Evocation)
Favored Weapon: 2-Handed Axe

SHAKKARN

God of Nomads, N

Shakkarn is pleasant and adventurous. His followers believe that much of the world's violence comes from being rooted in once place. There are no needs for borders, territories, or homes. These are all things that lead good peaceful people to war and death. Life should be experienced from the road on an adventure. The world offers too many sights to see to spend time looking at the same things every day.

Followers of Shakkarn take joy in the smallest things, every day. They have little use for possession or attachment, believing that these things are the key to suffering, and that the message of Shakkarn is to be completely free of those things that would result in anger, jealousy, greed and hate. When someone dies that is beloved of a follower of Shakkarn, the priest will not mourn their passing; rather, they will rejoice that they have rejoined the cosmos in the heavens. They may plant a tree or create a shrine in their honor, but change is the way of things, and when one thing ends, it is time to move on, and capture the next experience life has to offer.

It is, after all, only through experience that understanding comes, and understanding is the key to mending the broken bridges between all creeds, nations and races.

Favored Colors/Magic Schools: Brown (Transmutation) and White (Divination)
Favored Weapon: Scimitar

SHA-SHOR'NAI

Goddess of the Sun and Light, CG

Sha-Shor'Nai is the goddess of life and living. Most healing practitioners follow her. She opposes Rha-Cordan's belief in punishing those that turn away from the heavens, and would rather convert them by showing them compassion and healing. Her clerics are among the most charitable and kind in the world, placing the value of each individual life above all else.

Life is everything to followers of Sha-Shor'Nai, and they will even sacrifice themselves to grant another the chance to live. Because they are so very dedicated to the preservation of all life, the clerics of Sha-Shor'Nai are known as some of the most skilled healers in the world, their healing magic is more powerful than that of any other luminary.

Of course, this is not to say that these clerics will not fight, nor that they are complete pacifists. They are given to understand that there are those who would engage in wanton destruction if permitted, and it is the duty of these healers to protect life by destroying those that would snuff it out, if they cannot be redeemed.

Favored Colors/Magic Schools: Blue (Evocation) and White (Divination)
Favored Weapon: Longbow

Special: Luminaries of Sha-Shor'Nai cast clear healing spells as though they were one caster level higher than they actually are.

STEPHANIS

God of Justice. LN,

Stephanis attracts many lawful good followers, but he is really lawful neutral. True Stephanis belief revolves around justice for the society and the good of that society, not the person. They are not concerned with personal liberty, or the value of an individual life.

Rigid order and the structure that maintains justice is of ultimate concern to Stephanis. They believe very strongly in letting the punishment fit the crime, but each individual follower may have widely divergent ideas about what punishment suits a crime. They tend to be rigid and unflinching in their outlook, and in following both their personal code and the laws of the society in which they currently reside, generally to the letter. Many Stephanis followers that have been violently wronged, have turned to Resch for personal satisfaction against those that have wronged them.

Favored Colors/Magic Schools: White (Divination) and Brown (Transmutation)
Favored Weapon: Greatsword